

<div data-bbox="74 71 149 166"> 0 ASSET </div> <div data-bbox="211 80 381 115"> *Herman Finley The Ship's Engineer </div> <div data-bbox="472 71 534 130"> </div> <div data-bbox="66 124 534 451"> </div> <div data-bbox="273 468 319 492"> <i>Ally.</i> </div> <div data-bbox="95 492 484 540"> <p>You get +2 while investigating Engine Deck locations.</p> </div> <div data-bbox="95 540 488 587"> <p>After you successfully investigate an Engine Deck location: draw a card.</p> </div> <div data-bbox="132 587 435 638"> <p><i>"It's just a bunch of fish! Get the hell down there and fix this ship!"</i></p> </div> <div data-bbox="252 661 368 709"> </div>	<div data-bbox="571 71 646 166"> 0 ASSET </div> <div data-bbox="679 80 895 115"> The Hungry Masses </div> <div data-bbox="969 71 1031 130"> </div> <div data-bbox="563 124 1031 451"> </div> <div data-bbox="721 468 849 492"> <i>Ally. Bystander.</i> </div> <div data-bbox="567 492 990 584"> <p>While The Hungry Masses is not controlled by an investigator and there are no clues on its location, it gains "►: Parley. Gain control of The Hungry Masses."</p> </div> <div data-bbox="675 599 886 623"> <p><i>They yearned to breathe free.</i></p> </div> <div data-bbox="737 661 853 709"> </div>	<div data-bbox="1069 71 1143 166"> 0 ASSET </div> <div data-bbox="1210 80 1350 115"> *Abe Turner Intrepid Sailor </div> <div data-bbox="1466 71 1529 130"> </div> <div data-bbox="1060 124 1529 451"> </div> <div data-bbox="1259 468 1305 492"> <i>Ally.</i> </div> <div data-bbox="1069 492 1475 566"> <p>Exhaust Abe Turner: Move an investigator at your location to an adjacent location. That investigator gains control of Abe Turner.</p> </div> <div data-bbox="1143 584 1392 608"> <p><i>"No not that door! This one!"</i></p> </div> <div data-bbox="1226 661 1342 709"> </div>	<div data-bbox="1566 71 1641 166"> 0 ASSET </div> <div data-bbox="1715 80 1823 115"> Speargun </div> <div data-bbox="1964 71 2026 130"> </div> <div data-bbox="1549 124 2018 451"> </div> <div data-bbox="1674 468 1860 492"> <i>Item. Weapon. Firearm.</i> </div> <div data-bbox="1554 492 1699 516"> <p>Uses (3 ammo).</p> </div> <div data-bbox="1554 516 1931 566"> <p>You may attack enemies at adjacent locations when using this weapon.</p> </div> <div data-bbox="1554 566 1951 635"> <p>► Spend 1 ammo: Fight. You get +2 for this attack. This attack does +2 damage. Ignore the retaliate keyword for this attack.</p> </div> <div data-bbox="1910 655 1972 709"> </div>
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Bon Voyage

-X, where X is the number of clues on the **Engine Deck** with the most clues.

-2. If you fail, add 1 clue to each **Engine Deck** location with a **Monster** enemy at it.

-3. If you fail, place 1 doom on the current agenda.

-3. If you fail, shuffle the encounter deck discard pile into the encounter deck and discard cards until you reveal a Gnawing Youngling enemy. Spawn that enemy.